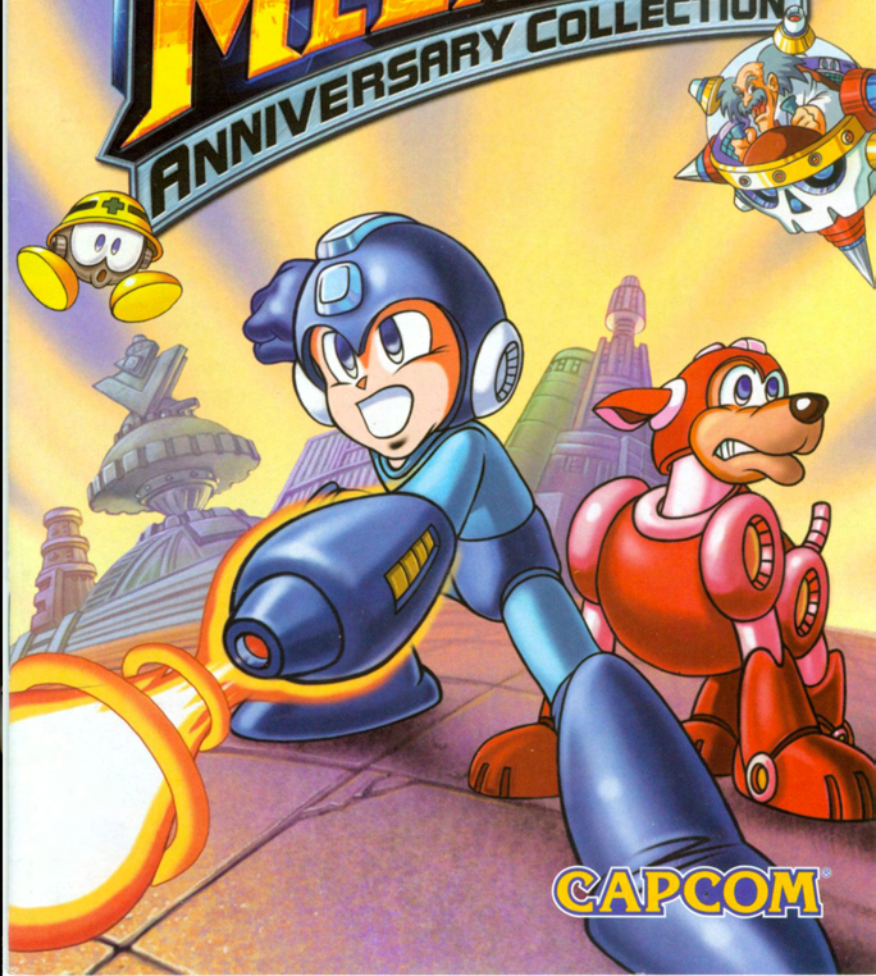


XBOX

MEGA MAN

ANNIVERSARY COLLECTION



CAPCOM

EVERYONE
E
CONTENT RATED BY
ESRB

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

A Special Message from CAPCOM®

Thank you for selecting MEGA MAN® ANNIVERSARY COLLECTION for your Xbox® video game system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.



CONTENTS

MAIN MENU	2
CONTROLS	4
ACTION!	5
GAME SCREENS	6
MORE GAME INFO	7
Stage Select	7
In-Game Hints	7
Game Select	8
Passwords	8
Weapons	8
Collectibles	9
MEGA MAN® GAMES	10
POWER BATTLES	14
SAVING	14
MEGA HINTS	15



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MAIN MENU



Press **START** at the Title Screen to open the Main Menu. Select one of its three doors. (Use the Menu Controls shown below for all menus in the game.)

Door 1: Start

Start a game by selecting one of these options:

- < **New Game** – Play any game from **Mega Man 1** to **Mega Man 8**. Enter the Game Room and select any game to start it from the beginning. On the game's Title Screen, select **Start**.
- < **Load Game** – Any time you clear a stage, your game is saved automatically to the Xbox Hard Disk. Select this option to load your saved game.

Tip: See page 14 for more information on saving.

Menu Controls

- < Use **Left Stick** (left thumbstick) or **Directional Pad** to select.
- < Press **A** to confirm.
- < Press **Y** to cancel.

Door 2: Options

Set the game up your way.

- < **Sound Options** – How loud would you like the game's music and SFX? Set it here.
- < **Gameplay Options:**
 - Navi Mode On/Off** – Turn this **On** for in-game hints (**Mega Man 1 - 7** only).
 - Difficulty** – **Easy** is for beginners. **Normal** is for everyone else. (**Mega Man 1 - 7** only.)
 - Starting lives** – Give yourself **3** lives (just like in the original **Mega Man** games) or **5** lives to clear a level.

Door 3: Secrets

Clearing games unlocks unseen game features. Select the **Secrets** door to see the hidden prizes you've earned.

CONTROLS



ACTION!

Move Mega Man

- < Press **○** (directional pad) or **L** (left thumbstick) **↑/↓/←/→**.

Slide

- < Press **B** or **↓ + A** to slide (Mega Man 3 - 6 only).
- < Press **↓ + A** to slide (Mega Man 3 - 8 only).

Jump

- < Press **A** to jump up. Jump while moving **○** or **L** to reach ledges to the left and right.

Fire

- < Press **X** to fire your weapon. You can fire and jump at the same time.
- < Hold down **X** to charge up your weapon. When you release the button, you get a bigger blast that does more damage (Mega Man 4 - 8 only).

Autofire

- < Hold down **Y** for rapid autofire (Mega Man 1 - 6 only).

Ladder Climb

- < Jump to grab onto a high ladder. Press **↑** or **↓** to climb up and down. Jump to dismount before reaching the bottom of the ladder.

GAME SCREENS

GAMEPLAY SCREEN

Current Weapon & Energy Level

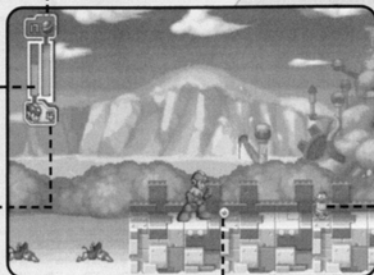
Obtain another weapon to switch.

Energy Level

Decreases as Mega Man takes hits.

Remaining Lives

When they're used up, the game ends.



Energy Pellet

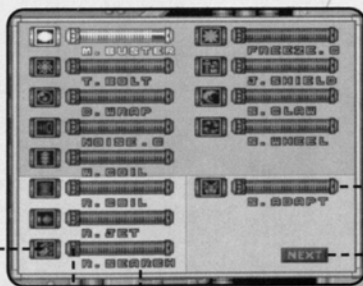
Restores Mega Man's energy.

Weapon Capsule

Restores energy to your current weapon.

SUB-SCREEN

Press **[START]** to open the Sub-Screen where you can check your game status. Select **next** to cycle through the pages. The game pauses as long as the Sub-Screen is open.



Weapon Icon

Weapon Name

Remaining Weapon Energy

Stored Energy Tanks

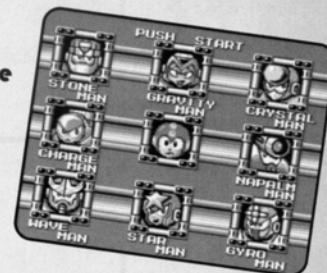
NEXT Button

Tip: Press **[START]** again to close the Sub-Screen.

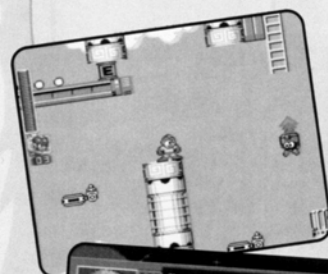
MORE GAME INFO

STAGE SELECT

The Stage Select Screen appears when you select either **New Game** or **load Game**. To get the game rolling, choose the stage you'll play by selecting the Stage Boss. You can select any Stage Boss you haven't defeated.



- < In **Mega Man 1 - 6**, you see all the Stage Bosses.
- < In **Mega Man 7 - 8**, after beating the first stage, you see the first four Stage Bosses. Beat those Bosses to see the next four Bosses.
- < As you clear stages, more stages may become available.



IN-GAME HINTS

Help yourself out! You can get game hints during play by turning **Navi Mode ON** in the Options Screen (see page 3).

< **Beat the Bird** or other friends will show up when the going gets tough to lead you toward the right path.

< Other characters will give you hints. While in Navi Mode, press **[BACK]** when you see **“!”** on screen to display the hints.

GAME SELECT

While playing a game, you can return to the Title Screen by pressing **(SELECT)** (**Mega Man 1 - 7**) or by pressing **(START)** in the Start Menu (**Mega Man 8**).

PASSWORDS

Your game is saved automatically when you clear a stage or lose all your lives. You also get a password every time you clear a stage. The password gets you back into the game at that spot. (So write it down.)

To use a password, select a game, and then select **Password** from the game's Title Screen.

- < Use **(UP)** or **(DOWN)** to move the cursor.
- < Press **(A)** to enter a character.
- < Move the cursor to **End** and press **(START)** to submit the password.

If you got it right, you'll resume the game, but you'll lose temporary items such as extra lives, energy and weapon subbanks.

Tip: **Mega Man 8** doesn't have passwords.

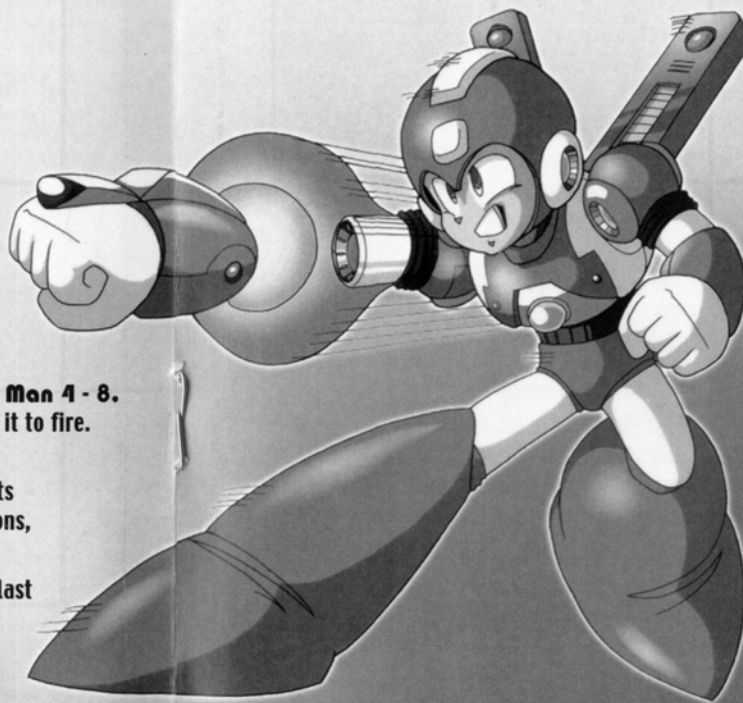
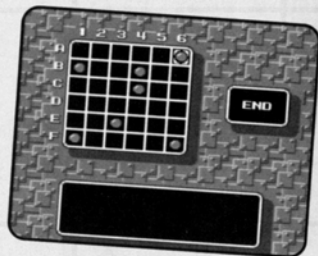
WEAPONS

- < **(X)** is the Fire and Charge button. Tap it to fire. In **Mega Man 4 - 8**, hold it down to charge up your weapon, and then release it to fire.
- < You can obtain new weapons either by defeating Bosses and collecting their weapons or by collecting enough parts to make something new. When Mega Man changes weapons, he also changes color.
- < When your weapon is charged up, it fires with a bigger blast and does more damage. Mega Man sparkles when he's using a charged-up weapon.

COLLECTIBLES

Run over collectibles to pick them up. Besides the items on this page, see what else you can find!

- < **ENERGY PELLETS** – Increase Mega Man's energy level.
- < **WEAPON CAPSULES** – Increase the energy level of Mega Man's current special weapon.
- < **ENERGY TANKS** – Fully restore Mega Man's energy supply. Mega Man can store Energy Tanks until they're needed.
- < **1-UP** – Gives Mega Man one more life.
- < **RUSH COIL** – Rush turns into a springboard and catapults Mega Man over obstacles.
- < **RUSH MARINE** – Rush turns into a submarine for undersea hunts.
- < **RUSH JET** – Rush becomes a jet sled for sky-high travel.



Tip: Not all items appear in every game.

MEGA MAN® GAMES

MEGA MAN 1: The Mega Man Story

It's MEGA MAN versus the powerful leaders and fighting forces of Monsteropolis – that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr. Light conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties.

Dr. Light, and his assistant Dr. Wily, encouraged by their very first near-human robot – MEGA MAN – proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

- < **Cutman** – Designed to function as a lumberjack. Powerful saw-toothed scissors-like instrument protrudes from head, capable of gnawing through giant forest lumber.
- < **Gutsman** – A bulldozing character capable of lifting and transporting huge boulders.
- < **Iceman** – Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions.
- < **Bombman** – A real “blaster” as a heavy-duty laborer who uses intensely powerful explosives to clear land for Dr. Light's construction projects.
- < **Fireman** – Melts and molds metals with flame-throwing torch flaring from atop his head.
- < **Elecman** – Dr. Light's electrifying creation, planned for conducting electrical operations – even supervising nuclear power plants.

But, with the exception of MEGA MAN, all of Dr. Light's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Light's Humanoids, now bent on destroying opposition so Dr. Wily can control the world and its resources.

Resisting re-programming, MEGA MAN is chosen as the defender of the universe and its inhabitants. MEGA MAN dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.



MEGA MAN 2: The Return of Wily

In the year 200x, a super-robot named Mega Man was created by Dr. Light to stop the evil designs of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man....

MEGA MAN 3: Metal Attack

“Calling Mega Man! Calling Mega Man! Come in please!

“Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too...yes...he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

“You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that...we must be getting static...sounds like you said 'Woof!'

“Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge! He's one lunatic guy!

“This is Dr. Light. Over and out!”

MEGA MAN 4: Invitation to Doom!

A year after the destruction of Gamma, a mysterious message arrives at Dr. Light's lab....

Good evening, Dr. Light:

Allow me to introduce myself — I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.

Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!

From my Siberian citadel, I've sent eight of my most powerful robots to destroy the titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

(signed) Dr. Cossack

MEGA MAN 5: Brother Against Brother!

"Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!

"Protoman has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before!

"I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Protoman's robots. I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I have been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge.

"Remember to watch your back, Mega Man. Protoman seems to have become more ruthless than we thought possible. Good luck!

Cossack out!"

MEGA MAN 6: The Mysterious Mr. X!

The most talented robot designers from across the globe have come to the First Annual Robot Tournament sponsored by the billionaire, Mr. X. Traveling from Japan, Canada and the United States, the designers have brought their finest cybernetic creations to do battle in a series of tests to see which robot can claim the title of "The Most Powerful Robot in the World."

Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights dim and the mysterious Mr. X appears....

"Ladies and Gentlemen...I wish to thank you all for coming to see the final event of my First Annual Robot Tournament. As you know, I have kept the final event of the tournament a secret. This event will test the strength, skill and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but I'm sure you will understand when I explain that the final test for these robots is to help me conquer the world!

"Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don't worry, you'll see me again soon....

Real soon!"

MEGA MAN 7: Dr. Wily Behind Bars!

The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact his laboratory sprang to life. Monitors whirled into action, lights flashed and the lab control panel booted up. In no time four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening? The four robots took no heed of the great robot creator Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light. "Dr. Wily is using his robots to cover up his escape. You must go! Follow his spaceship!"

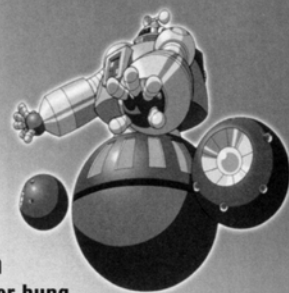
Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's spaceship shot out of the prison. Dr. Wily was on the loose!

MEGA MAN 8: Mega Man

Mega Man, the second robot created by Dr. Thomas Light, was originally intended only to perform functions in the laboratory that Dr. Light could not perform himself. Slowly, Dr. Light began using Mega Man for more and more advanced robotics experiments.

One day, Mega Man walked in on Dr. Light listening to an intercepted transmission from the evil Dr. Wily. The transmission exposed Dr. Wily's plans for world domination. Mega Man convinced the good Dr. Light to let him chase down and eliminate the threat of his nemesis.

Mega Man's days as a "gofer" in the lab were over!



POWER BATTLES

Join up with a friend in power battles, where you both take on Dr. Wily's robots. Or take your chances alone. In these games you can control Mega Man, Bass or Protoman. Go for it!

SAVING

You can save your game to the Xbox Hard Disk:

- < When you defeat any Boss in **Mega Man 1 - 7**, your game is saved automatically, preserving all your progress in all the **Mega Man** games on the game DVD.
- < In **Mega Man 8** you will be prompted to save at certain points in the game.

To resume your saved game, select **load Game** from the Main Menu.

- < When you turn on the power to the Xbox console, your save game will load automatically.
- < There is only one **Mega Man Anniversary Collection** save. Whenever the game is saved, the new save overwrites the previous save.

MEGA HINTS



- < If Mega Man starts falling, press **↩** or **↲**. You might be able to save his life.
- < When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- < It takes maximum strength to beat any Boss. Always go into battle with as much power as you can muster.
- < You get the Boss's weapon when you defeat him. Figure out which Boss to take on first, second, and so on, so you'll have the right weapon for the next battle.
- < You'll pick up a password whenever you clear a level. Be sure to note it down somewhere.
- < In **Mega Man 8**, some stages are longer than others. The longer ones allow you to save in mid-level. Be sure to do so, so it's not a tragedy if Mega Man loses all his lives before you defeat the Boss!